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SPECTRE

INSTRUCTION BOOKLET

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ENTERTAINMENT SYSTEM

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OVERVIEW

Enter the Cyber-War. In Spectre, you see a virtual world from the point of view of a battle craft, a 'Spectre'. Roaming around computerized arenas deep inside a massive cyber-net, the object of the game is survival. Shoot your enemies, collect ammo and flags, avoid mines, and race on to higher level arenas. In the two player game, battle with a friend or ally against the denizens of the Cyber-net.

Getting Started

Insert the game pak into your Super NES. Switch on the power. After the logo screen you have the option to play 1 Player Game, 2 Player Game, or Help.

Use the Control Pad to Highlight the button of your choice, and press the START Button to select.

The Help screen summarizes these instructions. Push the START or "B" Button to scroll down through the text. Push the START Button to return to the Game Selection Screen.

CONTROLS

Button "A": Fires Cannon. Each shot uses 1 round of Ammo. This will not always kill your target.

Button "B": Fires Grenade. Each launch uses 10 rounds of Ammo. This weapon is substantially more powerful than the cannon.

Button "X": Hyperspace. Pressing this button will teleport you to a new location in Cyber Space. You need to have a great amount of energy to use this option.

Button "Y": Jump. Your tank jumps in the direction you are moving. If you are not moving, your tank will jump straight up but land in the same place. This, too, requires energy.

Select: Brings up the Option Menu.

Start: Pauses game. Press again to resume game.

Control Pad Left/Right: Turns your tank left or right.

Control Pad Up/Down: Moves your tank forward or backward.

TANK SETUP

Use the CONTROL PAD to choose the Spectre vehicle you wish to use. Different vehicles are useful for various strategies, and each of the 3 tanks has its own strengths and weaknesses. If you wish to create a more finely tuned vehicle, select the Custom button. Hit START to lock in your selection.

If you select Strong, Speedy or Balanced, the game will now begin. If you select Custom, the Custom Spectre Settings screen will now appear. Each tank has three properties you can edit:

Speed: Speed may range from 1 to 9. You will need to experiment with these settings to become familiar with just how fast a setting feels to you. Hint: A Speedy craft may be more easily destroyed, but in many cases you can play "chicken" against the enemies, run past them and speed fire.

Shields: Shields range from 1 to 9. Each point reflects a certain amount of damage. The greater the number of shields you have, the more damage you can sustain.

Ammo: Ammo may range from 1 to 5. Each point of ammo allows you to carry 10 cannon shots or 1 grenade launch. You may not carry more than the maximum number you set here.

You'll have 15 points to divide between speed, shields, and ammo. Use the C-PAD left/right to move to the proper slide bar, use the C-PAD's Up/Down button to raise or lower that property. When you have finished, press Start to begin the game.

SINGLE PLAYER GAME

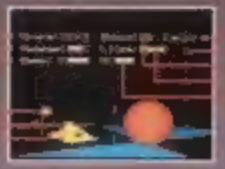
The single player game is played in levels of increasing difficulty. To complete a level you must collect all 4 flags on the level. Flags are represented in your radar as yellow dots. Your enemies are red dots. To collect a flag, just run over it. You will hear a "thud" sound confirming its capture.

You receive points for destroying enemy tanks, but don't hesitate as you get a bonus for completing the level before the time clock runs out. The time clock is displayed at the top of the screen and increases as the levels get more difficult. On the lower levels, ignore the bonus and concentrate on killing enemy tanks. On the higher levels, your best bet would be to find the flags as fast as possible, rather than fighting the tougher and more varied tanks. Unless of course, you are really good at hunting tanks.

You receive an extra life for every 500 points you earn.

VIEWPOINT

This is the view of the world from your Spectre Battle Tank:



A) Damage Meter: This indicator shows how much damage you've sustained.

B) Ammo Meter: This shows you how many cannon rounds you have remaining. (Remember 1 grenade = 10 cannon rounds)

C) Hyper Space Power Meter: This indicates how much power you have in your Power Cell. You need power to jump and to hyperspace.

D) Lives: How many lives you have remaining (in the two player mode this is indicated by tank icons.)

E) Bonus Timer: Shows how much time is left to receive the bonus points.

F) Radar: This is your radar screen. At the center of the display your vehicle is represented by an upside down T. Everything above this cross is ahead of your tank. Everything to the left, right, or behind you on the radar screen are in those positions around you. Enemy tanks are represented by red dots and flags by yellow dots. I.C.E.'s (Intrusion Countermeasure Electronics) do not show up on radar.

G) Score: Indicates the present score of the player.

H) Level: The level the player is on.

I) Enemy Tank: This is a Slayer Class Command C.I.S. (Counter Intrusion Software).

J) Flag: This is a flag, signifying mission check points. You collect flags by running over them.

K) Upload Points: Running over this ammo dump will restore your energy, resupply your shields, and give you additional rounds of ammo (never more than the tank's maximum).

WEAPONS AND CONTROLS

Cannon: By pressing Button "A" the user will fire the cannon. 1 shot from a cannon destroys 1 enemy shield. The cannon takes time to load, and can only fire at a limited rate. When you are out of ammo, you will hear a clicking noise.

Grenade Launcher: By pressing Button "B" the user launches a grenade. A grenade costs 10 ammo points, but does substantially more damage. It requires a minimum of 10 ammo rounds to fire the grenade.

Jump: By pressing Button "Y" the user launches his craft into the air. This is a good way of avoiding incoming fire, and avoiding rows of enemy mines. Jumping uses quite a lot of energy, and you cannot jump without power. If you are not moving when you press Button "Y", your jump will be straight up – or, landing in the same place. If you are moving, your jump will be in that direction.

Hyperspace: By pressing Button "X" the user will warp through Hyperspace to some other point in the world. This is a good tactic when surrounded by enemy tanks, and having sustained serious damage. Simply, hyper-jump to some (hopefully) safer location. It requires a lot of energy to hyper-jump, and teleportation isn't always safe.

OPTIONS SCREEN

Pressing the SELECT Button brings up the Options Screen. There are four buttons from which to choose:

Music CLS, Music ALT, Off

Use Buttons "A" or "B" to choose between Music CLS (Classic Spectre Music and Sound), Master ALT (Alternate Music and Sound) or no music or sound.

Radar On/Off

Use Button "A" or "B" to turn the Radar on and off. No radar is a good handicap when 1 player is a lot better than the other in a two player game.

Abort Game

Use Button "A" or "B" to end the present game and go to the Selection screen.

Go Back

When you have changed the radar and music to your liking, highlight this button and press START.

THE CYBER-WORLD

Basic Structures in the Cyber-Net

1. Data Flags - Your goals in the cyber-world. Get 4 of them from each cyber-zone before you can move on to the next. The flags represent the data that you are to gain, as you search the cyber-world for your clients.

2. Upload Points - Green Squares at which you can replenish your resources and repair damage done by the Intrusion Countermeasure Electronics (I.C.E.).

3. Warp Zones - Locations where you can quickly bridge to regions deeper in the cyber-net. Warp Zones are blue and are labeled with their level destination number.

4. Data Caches - Non-moving, indestructible corporately owned cubic structures. You don't have the tools to break into these private programs, so don't waste your time. As far as you are concerned, they just get in the way.

5. Data Cores - Similar to the corporate cyber structures, the cylindrical shapes indicate government-owned programs. Again, don't mess with them. They usually have nothing to do with the data you are after.

6. Static I.C.E. - Sometimes inactive defenders, the spherical structures are automated, mindless defenders that can be programmed to defend the cyber-net in a variety of ways. See MOBILE I.C.E. on page 13.

Counter-Intrusion Software:

7. Warriors - Simple-minded cyber[illegible] guardians, designed to home in on [illegible] nearby intruder and destroy them. [illegible] box shaped Warriors are the firs[illegible] defenders you are likely to mee[illegible] home in on intruders and sho[illegible] sight. A [illegible]le shot of your cyber-cannons should be en[illegible] to destroy [illegible] initial guards.

8. Patrollers - The yellow Warriors are tougher than their red counter-parts. Still simple-minded, but harder to kill.

9. Hunters - The Hunter class Warriors are smarter than the early types. They will shoot ahead of you, anticipating where you will move next. They also track you during jumps so they are lined up as you land. These smarter Warriors are green.

10. Stealth Hunters - With all the smarts of a Hunter, these gray Warriors are hard to see and can sneak up on you before you become aware of them.

11. Commandos - Coming to a point on top, the Commando class cyber-tanks are much faster than the Warrior class and are designed to seek and destroy tougher, military class intruders. The red Commandos have low armor and can still be destroyed with a single shot.

12. Slayers - A tougher class of Commando, the yellow cyber-slayers have the speed of a Commando, but much greater armor. It will take 5 cannon shots or a grenade to stop a Slayer.

13. Assassins - As fast as a Commando, as tough as a Slayer, these green Assassins add the cunning of a Hunter. Makes for one very tough opponent.

14. Stealth Assassins - The worst of the Commando class cyber-tanks, the Stealth Assassins (nicknamed the ninjas) use the gray stealth camouflage coloring to increase their speed, armor and cunning.

15. Juggernauts - Massively armored cyber-tanks, the Juggernauts are slow moving but tough to kill. They can absorb a grenade shot and still ask for more. Requires at least 6 cannon shots to stop.

16. Decimators - The green Juggernauts are even bigger, with enough armor to require 10 cannon shots or 2 grenades to destroy. To make things worse, they have the cunning of a hunter.

17. Stealth Decimators - The camouflaged version of the Decimator class cyber-tank is smart, very tough, and hard to see. Just be thankful that these huge things don't move too fast or you would never stand a chance against them.

Hard I.C.E.:

18. Logic Bombs - appear as red squares in the cyber-surface. These bombs are planted in sensitive areas to destroy careless invaders or slow them down enough for the cyber-guards to catch them.

19. Yellow I.C.E. - Extremely sensitive regions in the cyber world are bounded by yellow I.C.E. (Intruder Countermeasures Electronics) The black and yellow striped Yellow I.C.E. has a moderate chance of detecting and destroying you if contacted. With skill, you can bypass these defenses.

20. Red I.C.E. - The black and red stripes of Red I.C.E. has a high probability of detecting and destroying you, if contacted. Almost impassable unless you can get around or jump over them.

Mobile I.C.E.:

21. Guardians - Mindless but formidable, the guardian spheres have been programmed to cross over a short path in the cyber-world. They rush back and forth in their blind fashion, destroying anything in their path. If they crash into you, your cyber vehicle may experience severe damage. As with all forms of I.C.E., the Guardians cannot be destroyed.

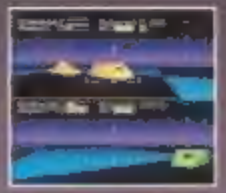
22. Rovers - Rover spheres have been given slightly more programming than the guardians. They follow a larger path through the cyber-world, flashing along their appointed path. You must analyze their movements, attempt to determine their path and avoid it as you seek your goals. As with the Guardians, encounter with these defenders can be hazardous to your health.

23. Blockers - Blocker spheres are aware of your presence and will match your movements somewhat. They will constantly try to stay between you and the region of the cyber-world that they are assigned to defend. Their wicked and indestructible manners will eventually set you up for an attack by other defenders.

24. Reformatters - The worst of the Mobile I.C.E., these unkillable, unstoppable guards actively seek you out and intentionally ram you. If they appear to leave, don't be fooled. When they retreat, it is only to attack again moments later. Unlike the cyber-tank defenders, they do not shoot. Also, unlike the cyber-tanks, the Reformatters cannot be destroyed. You must complete your mission before these unkillable foes erase you.

TWO PLAYER GAME

The View Point



The view in the two player is the same as in the 1 player game, except the screen is split into upper and lower view ports. The top view is Player 1's. The lower view is Player 2.

There are four types of 2 player games:

Arena

A Total Free for All. Earn points for each opponent you destroy (see Scoring). The first player with 1000 points wins. After all lives are lost, 200 points are subtracted from the player's score, and the player is allowed to continue. If points are less than 200, game is over. Earn an extra life at 500 points.

Allied Attack

Its humans versus the drone tanks. The players must work to capture flags defended by Counter-Intrusion Software (robot tanks). Lives are shared. 500 points earns an extra life.

Base Raid

Two teams each with a human and a drone tank. Player 1 and his drone are green. Player 2 and his drone are yellow. No Jump. No Hyperspace. Capture your opponent's flag. First team to earn 1000 points wins. After all lives are lost, 200 points are subtracted from the player's score, and the player is allowed to continue. If points are less than 200, game is over. Earn an extra life at 500 points.

Flag Rally

Capture flags before your opponent does. 100 points for each flag taken. Losing a tank sets the players score to zero. First player to earn 1000 points wins.

SCORING

The following is the scoring for the different scenarios in Spectre:

	Destroying Normal Class Tank	Destroying Commander Class Tank	Destroying Juggernaut Class Tank	Destroying Opponent's Tanker	Destroying All Tanks in an Arena	Flag Capture	Extra Lives
2 Player Game	15	25	35	—	100	10	—
Arena	25	50	—	100	—	—	-200
Base Raid	—	—	—	—	—	100	-200
Allied Attack	15	25	35	—	100	10	—
Flag Rally	—	—	—	—	—	100	—

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